HICKORY DICKORY

LEARNING

Teaches traditional and digital clock reading
(ages 5-11)

by Dale Disharoon

Requires: ATARI BASIC Language Cartridge

Cassette version (1): (APX–10071)	ATARI 410 or 1010 Program Recorder 16K RAM
Diskette version (1): (APX–20071)	ATARI 810 or 1050 Disk Drive 24K RAM

Edition B

CONSUMER-WRITTEN PROGRAMS FOR

ATARI®
HOME COMPUTERS

APX
ATARI Program Exchange

HICKORY DICKORY

LEARNING
Teaches traditional and digital clock reading
(ages 5-11)

by Dale Disharoon

Requires: ATARI BASIC Language Cartridge

Edition B
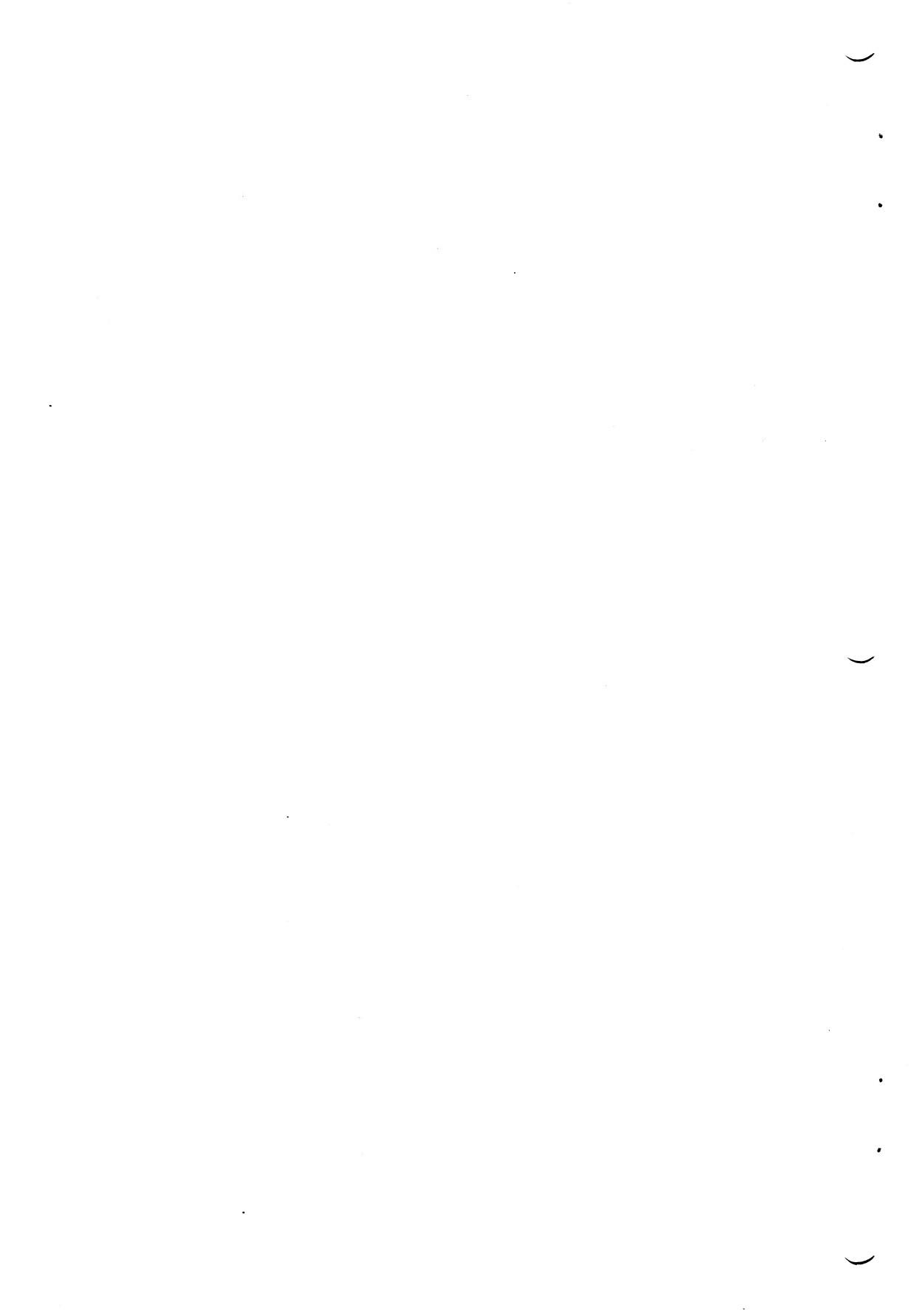
HICKORY DICKORY

by

Dale Disharoon

Program and Manual Contents ©1981 Dale Disharoon

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara. CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Introduction

OVERVIEW

Teachers in grades kindergarten through sixth have used HICKORY DICKORY to teach "telling time." A student or teacher selects one of six skill levels and the number of examples to work through. The skill levels let children of many ages and stages of development use HICKORY DICKORY. For each example, the program draws a standard clock face in finely-detailed graphics with the hour and minute hands set according to the chosen skill level. Students can enter the correct time either with a joystick controller or using the number keys on the computer keyboard. The program displays a hint following incorrect responses, and it moves on to a new example only after the student answers the current example correctly. The student's score displays after each example and at the end of the session.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge

Cassette version
    16K RAM
    ATARI 410 or 1050 Program Recorder
Diskette version
    24K RAM
    ATARI 810 or 1050 Disk Drive

OPTIONAL ACCESSORIES

One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author about HICKORY DICKORY may write to him at:

    Box 215
    Manchester, CA 95459

or call him at:

    707/882-2477
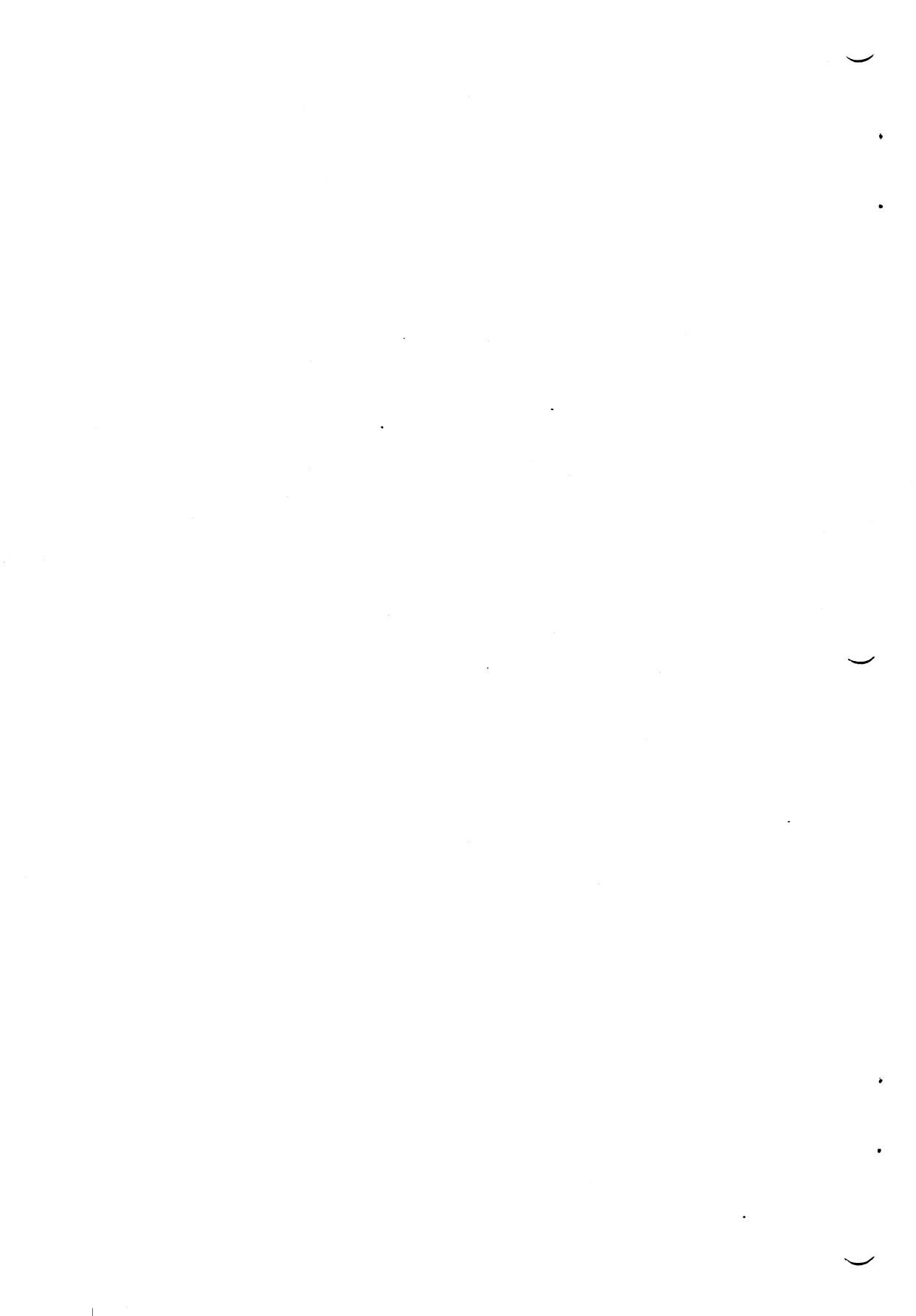
GETTING STARTED

LOADING HICKORY DICKORY INTO COMPUTER MEMORY

1. If you plan to use the joystick controller, plug the joystick into the first controller jack of your computer console.

2. Insert the ATARI BASIC Language Cartridge in the slot of your computer.

3. If you have the cassette version of HICKORY DICKORY:

    a. Turn on your TV set.

    b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.

    c. Slide the HICKORY DICKORY cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

    d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

    e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen will appear on your TV screen.

<u>If you have the diskette version of HICKORY DICKORY:</u>

a. Turn on your disk drive.

b. When the BUSY light goes out, open the disk drive door and insert the HICKORY DICKORY diskette with the label in the lower right-hand corner nearest to you. Close the door.

c. Turn on your computer and TV set.

d. When the READY prompt displays on your TV screen, type RUN "D:HICKORY" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the HICKORY DICKORY diskette (e.g., RUN "D2:HICKORY" for disk drive two). The program will load into computer memory and start.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the screen fills with the word "CLOCK" and the "Hickory Dickory" tune plays.

SELECTING YOUR OPTIONS

Entering answers using the keyboard or a joystick

> After the tune ends, choose whether to enter your answers using keys on the computer keyboard or using a joystick. Press the SELECT key until your choice flashes (KEYBOARD or JOYSTICK), and then press the START key. If you're using the joystick, hold it so that that red button is at your upper left, toward the TV screen.

Choosing a skill level

> After you press the START key, the skill level selection menu appears on your TV screen. The menu looks like this:

```
       * MENU *

    1 - HOURS
    2 - HALF HOURS
    3 - 15 MINUTES
    4 - TEN MINUTES
    5 - FIVE MINUTES
    6 - MINUTES
```

Figure 1   Skill Level Menu

The selections are in order from easiest to most difficult:

Level 1-   Examples are exact hours

Level 2-   Examples are exact hours or half hours

Level 3-   Examples are hours and all 15-minute intervals

Level 4-   Examples are hours and all 10-minute intervals

Level 5-   Examples are hours and all 5-minute intervals

Level 6-   Examples are all possible minutes (00-59)

If you chose the keyboard option, then choose a skill level by pressing its number in the top row of the keyboard (pressing the RETURN key isn't necessary).

If you chose the joystick option, then choose a skill level by moving your joystick forward or backward until the flashing "X" is next to the skill level, and then press the red button.

Specifying the number of examples

The program then asks you how many examples you'd like to work through. You may do as few as two or as many as a hundred. For the keyboard version, enter your choice by typing the number and pressing the RETURN key. For the joystick version, push your joystick forward or backward until the number you want displays and then press the red trigger button.

Using HICKORY DICKORY

INTRODUCTION

For each example in HICKORY DICKORY, the program draws the minute marks and numbers of a clock face on your TV screen. It sets the hour and minute hands at random, but the setting is always within the skill level you chose. For example, if you chose level 1 (hours only), then all the examples will be exact hours. If you chose level 6, then the setting can be any hour and minute.

What happens next depends on whether you chose the joystick version or the keyboard version.

USING THE JOYSTICK VERSION

The program displays the words

WHAT TIME IS IT?

at the bottom of the screen. You'll also see three zeros, with a colon between the first and second.

0:00

Pushing your joystick forward, toward the TV screen, moves the hour display (to the left of the colon) from 1 through 12. Pulling back, on the joystick, toward yourself, moves the hour display backwards from 12 to 1.

Set the hour and then push your joystick to the right to set the minutes. Change the minute (the two zeros to the right of the colon) in the same way you changed the hour. Move the minutes forward, from 00 through 59, by pushing the joystick forward. Move the backward, from 59 to 00, by pushing the joystick backward.

You may switch back and forth from minutes to hours by pushing your joystick to the left or the right.

When your "digital display" matches the time on the clock, press the red button. If your answer is right, the clock ticks, your score displays, and the program goes on to another example. If your answer is incorrect, the clock flashes and buzzes, a hint displays, and you try again. The program goes on to another example only after you answer one correctly.

You can stop the program whenever you want and return to the skill level menu by pressing the START key.

USING THE KEYBOARD VERSION

The words:

THE TIME IS?

display at the bottom of the TV screen, beneath the clock.
Decide what time you think the clock is showing and type in your
answer. Use the number keys at the top of the computer
keyboard. For each example, enter the hour, a colon, and the
minutes. Be sure to type in the colon between the hours and the
minutes. (Type a colon by pressing the SHIFT key and the ":/;"
key at the same time.) Always include the two zeros (00) for
exact hours. For example, if the clock shows twelve o'clock, then
enter your answer as:

12:00

If the minutes are less than 10, be sure to include the first zero
between the colon and the minute. For example, if the clock
shows six minutes past four o'clock, then enter your answer as:

4:06

Press the RETURN key each time you finish typing your answer.
You can change your answer until you press the RETURN key. To
change your answer, back up using the DELETE BACK S key in the
top row of keys. Then type in your new answer.

If your answer is right, the clock ticks, your score displays, and
the program goes on to another example. If your answer is
incorrect, the clock flashes and buzzes, a hint displays, and you
should try again. (Reminders. Be sure to enter the colon between
the hour and minutes. Also, use the zero key at the top of the
keyboard to enter a 0; don't use the capital letter "O".) The
program goes on to another example only after you answer one
correctly;

You can stop the program whenever you want and return to the
skill level menu. Press the letter "Q" (for "quit") when you see
the prompt "THE TIME IS?" and then press the RETURN key.

SCOREBOARD

After you finish the number of examples you chose, the program displays your final score. For example, if you asked for 20 examples and answered 12 correctly and 8 incorrectly, then your score looks like this:

* HICKORY DICKORY *

YOU GOT 12 RIGHT
OUT OF 20 PROBLEMS

PRESS (START/TRIGGER)

This display stays on the screen until you either press the START key (if you're playing the keyboard version) or the red button on your joystick (if you're playing the joystick version). The program then returns to the skill level menu. You may choose a level and the number of examples you want to work through next.

APX ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

   Hickory Dickory (071)

   _____

2. If you have problems using the program, please describe them here.

   _____

   _____

   _____

3. What do you especially like about this program?

   _____

   _____

   _____

4. What do you think the program's weaknesses are?

   _____

   _____

   _____

5. How can the catalog description be more accurate or comprehensive?

   _____

   _____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

_____

| STAMP |

APX

ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]